

SYMBOLGY CONFIGURATION MANAGEMENT CHANGE PROPOSAL FORM			
CHANGE PROPOSAL NUMBER		MIL00-12B	
ORIGINATOR	SPONSOR	DATE RECEIVED	DATE OF ACTION
PM FATDS	ARMY	1 September 2000	August 23, 2001
CHANGE PROPOSAL TITLE			
ADD NEW SYMBOL, CALL FOR FIRE (CFF) ZONE, RECTANGULAR			
SUGGESTED CHANGE			
<p>The Fire Support community has a requirement to add a new symbol to MIL-STD-2525B.</p> <ol style="list-style-type: none"> 1. The purpose of the rectangular radar Call For Fire (CFF) Zone symbol is to graphically display rectangular radar Call For Fire Zones to commanders in the Common Operational Picture (COP)/Common Tactical Picture (CTP). 2. Recommend adding to hierarchy item 2.X.4, Fire Support, under the "Areas", "Target Acquisition Zones" hierarchy, 2.X.4.3.3, figure B-17, and table B-IV. 			
OVERVIEW			
<p>Currently, the standard does not contain a symbol depicting rectangular radar CFF Zones. The purpose of the rectangular radar CFF Zone symbol is to graphically display to commanders and operators the geometry used by fire support radars to designate specific areas from which a call for fire would be automatically generated if enemy indirect fires were detected. Incorporation into MIL STD 2525B, which will be used in JMTK and GSD, will allow the symbols to be transmitted, received, and displayed by all battlefield system. The rectangular CFF Zone is a required symbol for use in the COP/CTP to be shared across the battlefield. The development of the COP/CTP is required of all ABCS component systems. Fire Support systems are the producer of the rectangular radar Call For Fire Zone for the COP/CTP. Fire Support systems will retain this capability for fielding throughout the Army and USMC.</p>			
OPERATIONAL DESCRIPTION			
<p>In general, the rectangular radar CFF Zone symbol is used by fire support radar's to designate specific areas from which a call for fire would be automatically generated if enemy indirect fires are detected. The call for fire would be generated and sent to Fire Support systems. Two (2) point locations and a width are required to graphically display rectangular radar CFF Zone. The minimum information required to interoperate with another system is below.</p>			
IMPLEMENTATION			
<p>Description: Fire Support, Area, Target Acquisition Zones, Call For Fire Zone, Rectangular</p>			
<p>Parameters:</p> <ol style="list-style-type: none"> 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points. 			
<p>Fixed/Dynamic: Dynamic</p>			
<p>Hierarchy: 2.X.4.3.3.2.2</p>			
<p>Symbol ID: G*F*AZXR--***X</p>			

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CHANGE PROPOSAL TITLE			
ADD NEW SYMBOL, CALL FOR FIRE (CFF) ZONE, RECTANGULAR			
<u>Tactical Graphic</u>		<u>Example</u>	
JIEO ANALYSIS			
OVERVIEW:			
POTENTIAL CONFLICTS WITH EXISTING SYMBOLY:			
CONFORMANCE TO SYMBOL GUIDELINES:			
ADEQUACY AND IMPACT ON OTHER PROGRAMS:			
C/S/A COMMENTS			
DECISION NOTICE			
SSMC 3-01: Approved as amended. MIL00-12A amended by adding text to point out that width will be defined in meters. See parameters and graphic example above and the example of Table B-IV in attachment A.			

Attachment A to MIL00-12B, Add New Symbol, Call For Fire (CFF) Zone, Rectangular

Tasks:

1. Modify Figure B-17 to reflect new hierarchy structure (Figure B-17 becomes Figures B-17.1 and B-17.2) and addition of new Fire Support graphics.

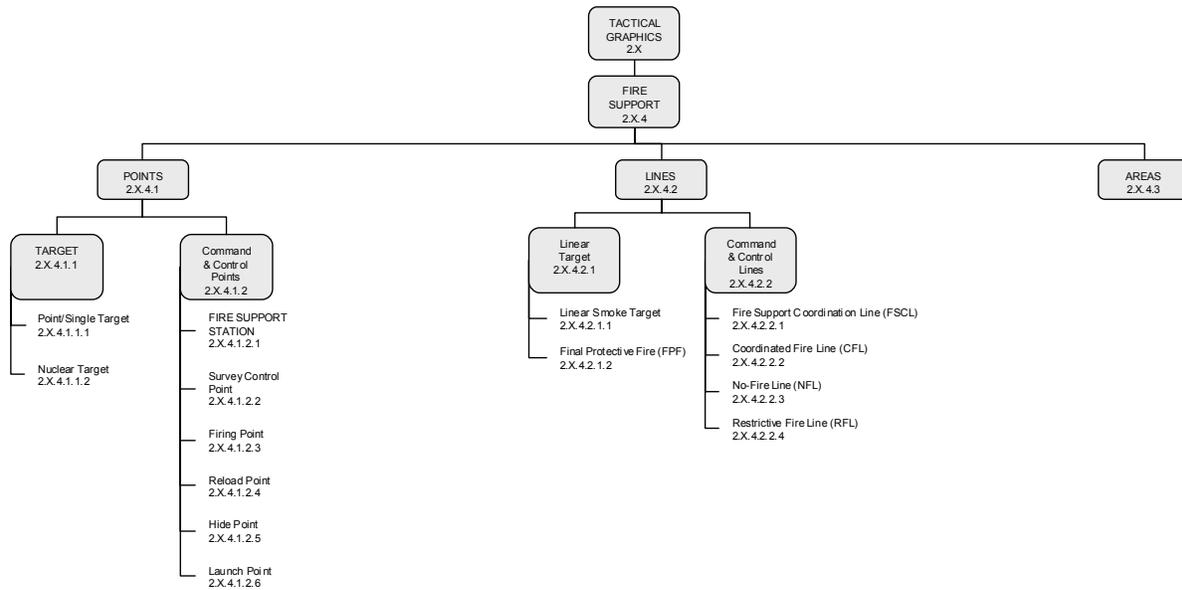


Figure B-17.1. Fire Support.

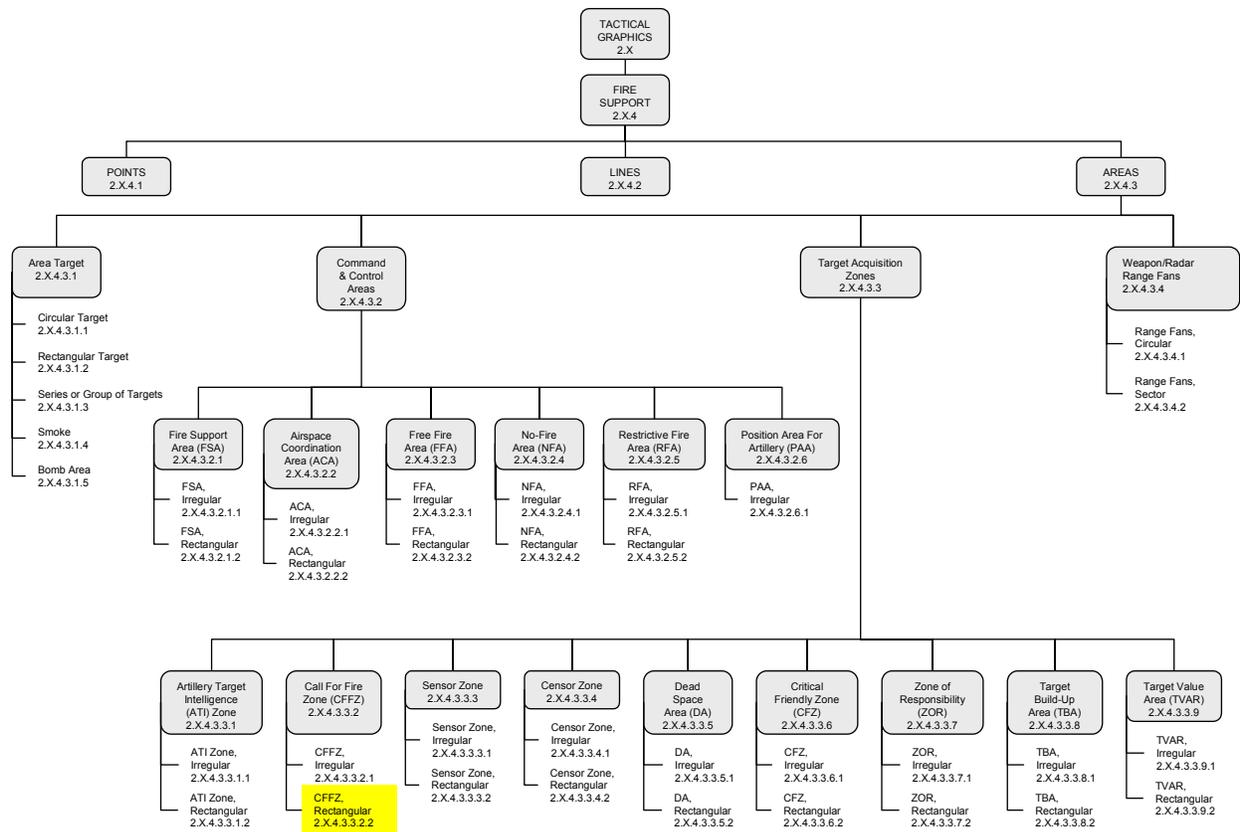


Figure B-17.2. Fire support.

Attachment A to MIL00-12B, Add New Symbol, Call For Fire (CFF) Zone, Rectangular

2. Modify Table B-III to reflect restructured hierarchy numbers, provide new symbol IDs for restructured graphics and addition of new graphics' hierarchy numbers and symbol IDs.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.4	G	*	F	*	-- -- --	**	**	X	FIRE SUPPORT
2.X.4.1	G	*	F	*	P-	-- --	**	**	POINT
2.X.4.1.1	G	*	F	*	PT	-- --	**	**	TARGET
2.X.4.1.1.1	G	*	F	*	PT	S-	--	**	POINT/SINGLE TARGET
2.X.4.1.1.2	G	*	F	*	PT	N-	--	**	NUCLEAR TARGET
2.X.4.1.2	G	*	F	*	PC	-- --	**	**	COMMAND AND CONTROL
2.X.4.1.2.1	G	*	F	*	PC	F-	--	**	FIRE SUPPORT STATION
2.X.4.1.2.2	G	*	F	*	PC	S-	--	**	SURVEY CONTROL POINT (SCP)
2.X.4.1.2.3	G	*	F	*	PC	B-	--	**	FIRING POINT
2.X.4.1.2.4	G	*	F	*	PC	R-	--	**	RELOAD POINT
2.X.4.1.2.5	G	*	F	*	PC	H-	--	**	HIDE POINT
2.X.4.1.2.6	G	*	F	*	PC	L-	--	**	LAUNCH POINT
2.X.4.2	G	*	F	*	L-	-- --	**	**	LINES
2.X.4.2.1	G	*	F	*	LT	-- --	**	**	LINEAR TARGET
2.X.4.2.1.1	G	*	F	*	LT	S-	--	**	LINEAR SMOKE TARGET
2.X.4.2.1.2	G	*	F	*	LT	F-	--	**	FINAL PROTECTIVE FIRE (FPF)
2.X.4.2.2	G	*	F	*	LC	-- --	**	**	COMMAND AND CONTROL
2.X.4.2.2.1	G	*	F	*	LC	F-	--	**	FIRE SUPPORT COORDINATION LINE (FSCL)
2.X.4.2.2.2	G	*	F	*	LC	C-	--	**	COORDINATED FIRE LINE (CFL)
2.X.4.2.2.3	G	*	F	*	LC	N-	--	**	NO-FIRE LINE (NFL)
2.X.4.2.2.4	G	*	F	*	LC	R-	--	**	RESTRICTIVE FIRE LINE (RFL)
2.X.4.3	G	*	F	*	A-	-- --	**	**	AREAS
2.X.4.3.1	G	*	F	*	AT	-- --	**	**	AREA TARGET
2.X.4.3.1.1	G	*	F	*	AT	C-	--	**	CIRCULAR TARGET
2.X.4.3.1.2	G	*	F	*	AT	R-	--	**	RECTANGULAR TARGET
2.X.4.3.1.3	G	*	F	*	AT	G-	--	**	SERIES OR GROUP OF TARGETS
2.X.4.3.1.4	G	*	F	*	AT	S-	--	**	SMOKE
2.X.4.3.1.5	G	*	F	*	AT	B-	--	**	BOMB AREA
2.X.4.3.2	G	*	F	*	AC	-- --	**	**	COMMAND AND CONTROL
2.X.4.3.2.1	G	*	F	*	AC	S-	--	**	FIRE SUPPORT AREA (FSA)
2.X.4.3.2.1.1	G	*	F	*	AC	SI	--	**	FIRE SUPPORT AREA (FSA), IRREGULAR
2.X.4.3.2.1.2	G	*	F	*	AC	SR	--	**	FIRE SUPPORT AREA (FSA), RECTANGULAR
2.X.4.3.2.2	G	*	F	*	AC	A-	--	**	AIRSPACE COORDINATION AREA (ACA)
2.X.4.3.2.2.1	G	*	F	*	AC	AI	--	**	AIRSPACE COORDINATION AREA (ACA), IRREGULAR
2.X.4.3.2.2.2	G	*	F	*	AC	AR	--	**	AIRSPACE COORDINATION AREA (ACA), RECTANGULAR
2.X.4.3.2.3	G	*	F	*	AC	F-	--	**	FREE FIRE AREA (FFA)
2.X.4.3.2.3.1	G	*	F	*	AC	FI	--	**	FREE FIRE AREA (FFA), IRREGULAR
2.X.4.3.2.3.2	G	*	F	*	AC	FR	--	**	FREE FIRE AREA (FFA), RECTANGULAR
2.X.4.3.2.4	G	*	F	*	AC	N-	--	**	NO-FIRE AREA (NFA)
2.X.4.3.2.4.1	G	*	F	*	AC	NI	--	**	NO-FIRE AREA (NFA), IRREGULAR
2.X.4.3.2.4.2	G	*	F	*	AC	NR	--	**	NO-FIRE AREA (NFA), RECTANGULAR
2.X.4.3.2.5	G	*	F	*	AC	R-	--	**	RESTRICTIVE FIRE AREA (RFA)
2.X.4.3.2.5.1	G	*	F	*	AC	RI	--	**	RESTRICTIVE FIRE AREA (RFA), IRREGULAR
2.X.4.3.2.5.2	G	*	F	*	AC	RR	--	**	RESTRICTIVE FIRE AREA (RFA), RECTANGULAR
2.X.4.3.2.6	G	*	F	*	AC	P-	--	**	POSITION AREA FOR ARTILLERY (PAA)
2.X.4.3.2.6.1	G	*	F	*	AC	PI	--	**	POSITION AREA FOR ARTILLERY (PAA),

Attachment A to MIL00-12B, Add New Symbol, Call For Fire (CFF) Zone, Rectangular

	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	
									IRREGULAR
2.X.4.3.3	G	*	F	*	AZ -- --	**	**	X	TARGET ACQUISITION ZONES
2.X.4.3.3.1	G	*	F	*	AZ I- --	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE
2.X.4.3.3.1.1	G	*	F	*	AZ II --	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, IRREGULAR
2.X.4.3.3.1.2	G	*	F	*	AZ IR --	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, RECTANGULAR
2.X.4.3.3.2	G	*	F	*	AZ X- --	**	**	X	CALL FOR FIRE ZONE (CFFZ)
2.X.4.3.3.2.1	G	*	F	*	AZ XI --	**	**	X	CALL FOR FIRE ZONE (CFFZ), IRREGULAR
2.X.4.3.3.2.2	G	*	F	*	AZ XR --	**	**	X	CALL FOR FIRE ZONE (CFFZ), RECTANGULAR
2.X.4.3.3.3	G	*	F	*	AZ S- --	**	**	X	SENSOR ZONE
2.X.4.3.3.3.1	G	*	F	*	AZ SI --	**	**	X	SENSOR ZONE, IRREGULAR
2.X.4.3.3.3.2	G	*	F	*	AZ SR --	**	**	X	SENSOR ZONE, RECTANGULAR
2.X.4.3.3.4	G	*	F	*	AZ C- --	**	**	X	CENSOR ZONE
2.X.4.3.3.4.1	G	*	F	*	AZ CI --	**	**	X	CENSOR ZONE, IRREGULAR
2.X.4.3.3.4.2	G	*	F	*	AZ CR --	**	**	X	CENSOR ZONE, RECTANGULAR
2.X.4.3.3.5	G	*	F	*	AZ D- --	**	**	X	DEAD SPACE AREA (DA)
2.X.4.3.3.5.1	G	*	F	*	AZ DI --	**	**	X	DEAD SPACE AREA (DA), IRREGULAR
2.X.4.3.3.5.2	G	*	F	*	AZ DR --	**	**	X	DEAD SPACE AREA (DA), RECTANGULAR
2.X.4.3.3.6	G	*	F	*	AZ F- --	**	**	X	CRITICAL FRIENDLY ZONE (CFZ)
2.X.4.3.3.6.1	G	*	F	*	AZ FI --	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), IRREGULAR
2.X.4.3.3.6.2	G	*	F	*	AZ FR --	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), RECTANGULAR
2.X.4.3.3.7	G	*	F	*	AZ Z- --	**	**	X	ZONE OF RESPONSIBILITY (ZOR)
2.X.4.3.3.7.1	G	*	F	*	AZ ZI --	**	**	X	ZONE OF RESPONSIBILITY (ZOR), IRREGULAR
2.X.4.3.3.7.2	G	*	F	*	AZ ZR --	**	**	X	ZONE OF RESPONSIBILITY (ZOR), RECTANGULAR
2.X.4.3.3.8	G	*	F	*	AZ B- --	**	**	X	TARGET BUILD-UP AREA (TBA)
2.X.4.3.3.8.1	G	*	F	*	AZ BI --	**	**	X	TARGET BUILD-UP AREA (TBA), IRREGULAR
2.X.4.3.3.8.2	G	*	F	*	AZ BR --	**	**	X	TARGET BUILD-UP AREA (TBA), RECTANGULAR
2.X.4.3.3.9	G	*	F	*	AZ V- --	**	**	X	TARGET VALUE AREA (TVAR)
2.X.4.3.3.9.1	G	*	F	*	AZ VI --	**	**	X	TARGET VALUE AREA (TVAR), IRREGULAR
2.X.4.3.3.9.2	G	*	F	*	AZ VR --	**	**	X	TARGET VALUE AREA (TVAR), RECTANGULAR
2.X.4.3.4	G	*	F	*	AX -- --	**	**	X	WEAPON/RADAR RANGE FAN
2.X.4.3.4.1	G	*	F	*	AX C- --	**	**	X	WEAPON/RADAR RANGE FAN, CIRCULAR
2.X.4.3.4.2	G	*	F	*	AX S- --	**	**	X	WEAPON/RADAR RANGE FAN, SECTOR

Attachment A to MIL00-12B, Add New Symbol, Call For Fire (CFF) Zone, Rectangular

3. Modify and amend Table B-IV as needed to agree with Figure B-17.1, B-17.2 and Table B-III as shown above.

DESCRIPTION	STATIC/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CALL FOR FIRE ZONE (CFFZ)	N/A	2.X.4.3.3.2	
FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CALL FOR FIRE ZONE (CFFZ) IRREGULAR <u>Parameters</u> 1. Anchor points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area. 3. Orientation. Not applicable.	D	2.X.4.3.3.2.1	
		G*FPAZXI-- ****X	
		Example	
FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CALL FOR FIRE ZONE (CFFZ) RECTANGULAR <u>Parameters</u> 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points.	D	2.X.4.3.3.2.2	
		G*FPAZXR-- ****X	
		Example	